

SHINING TIME STATION

"LEAD, FOLLOW OR GET OUT OF THE WAY"

BY

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From characters and storylines created by  
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SCENE 1  
(MAINSET)

(DAN IS PRACTICING VOLLEYBALL  
SERVES WITH A BEACH BALL. BILLY  
ENTERS CARRYING FISHING GEAR)

BILLY:

Where are Kara and Becky  
today, Dan?

DAN:

Kara went to visit her  
grandpa, Harry, and Becky  
went shopping with her  
dad.

(STACY ENTERS FROM THE PLATFORM)

STACY:

No ball playing in the  
station, Dan.

DAN:

Watch this serve, Aunt  
Stacy.

STACY:

You know the rules.  
Don't hit that --

DAN:

Great, huh?

(STACY WATCHES IN DISMAY AS DAN  
HITS THE BALL. IT LANDS NEAR BILLY  
WHO PICKS IT UP AND TOSSES IT BACK  
TO DAN)

STACY:

Did you fix the crossing  
signal, Billy?

BILLY:

Not yet.

SCENE 1 (CONT'D)

STACY:

Will you do it today,  
please?

BILLY:

I can fix that signal any  
time, Stacy. But there  
isn't going to be a  
better day for trout  
fishing this season.

(STACY'S FRUSTRATION MOUNTS.  
SCHEMER ENTERS WITH BOXES. HE  
STACKS THEM NEAR THE ARCADE)

STACY:

You can't put those  
there, Schemer.

SCHEMER:

Sure I can. Watch me.

STACY:

Schemer, it's dangerous.  
They might fall on  
someone.

SCHEMER:

Don't be such a worry  
wart, Miss Jones. Only  
a total klutz would get  
in the way of falling  
boxes.

(DAN SERVES HIS VOLLEYBALL.  
SCHEMER TRIES TO CATCH IT BUT ENDS  
UP FALLING INTO BOXES WHICH THEN  
FALL OVER ON TOP OF HIM)

STACY:

Why doesn't anyone around  
here listen to me?

(BILLY WALKS BY)

SCENE 1 (CONT'D)

BILLY:

Did you say something,  
Stacy?

(SUDDENLY J.B. KING IS UNDER THE  
ARCH)

KING:

(K-TEL AD VOICE)

Do people ignore you when  
you talk to them? Do you  
make rules that nobody  
follows? Do you have the  
feeling that everything  
is getting out of  
control? If you answered  
yes to even one of these  
questions then you need:  
Bossing.

( HOLDS UP BOOK)

Bossing solved all my  
problems, Miss Jones.  
Now it can solve yours,  
too. This one thin book  
will teach you everything  
you need to know to be  
the kind of Boss that  
people fear and obey.  
Thanks to this book  
people jump when I yell.

STACY:

(TAKING THE BOOK AND READING FROM  
IT)

"You're the boss. Be  
bossy." Oh, Mr. King, I  
don't think this book is  
right for me.

KING:

What's good for the  
Indian Valley Railroad,  
Miss Jones, is good for  
you.

SCENE 1 (CONT'D)

STACY:

(WATCHING AS SCHEMER UNPACKS CHEESE,  
GIGGLES, THROWING PACKING MATERIALS  
EVERYWHERE)

I don't think I can be  
that bossy, Mr.King.

KING:

Try it, Miss Jones.  
That's an order.

STACY:

All right, Mr. King.

(TO SCHEMER, TRYING TO BE FIRM)

Schemer, would you...  
um... would you please  
move these boxes?

(SCHEMER STILL IGNORES HER. STACY  
LOOKS AT KING)

KING:

Turn to page 16, Miss  
Jones. Remember: You're  
the boss. Be bossy.

(STACY TURNS THE PAGES OF THE BOOK  
TO PAGE 16 AND READS:)

STACY:

"When all else fails,  
raise your voice."

(SHE LOOKS AT MR. KING FOR  
CONFIRMATION)

Yell?

(KING NODS ENTHUSIASTICALLY. STACY  
RAISES HER VOICE)

I said move the boxes,  
Schemer!

(SCHEMER MOVES THE BOXES OVER HALF  
AN INCH)

SCENE 1 (CONT'D)

SCHEMER:

There.

(STACY TURNS BACK TO KING, BEATEN,  
BUT HE PUSHES HER BACK TO SCHEMER'S  
DIRECTION FIRMLY)

KING:

Page 20. Quickly.

STACY:

(FLIPPING THROUGH THE PAGES AND  
READING)

"If that doesn't work,  
yell louder."

(STACY THINKS ABOUT IT, GATHERS HER  
STRENGTH AND YELLS)

GET THESE BOXES OUT OF  
HERE!! NOW!!

(SCHEMER IS MUCH SHAKEN AND  
HURRIEDLY BEGINS GATHERING UP  
BOXES)

SCHEMER:

Okay, okay. Whatever you  
say, Miss Jones.

KING:

Good work, Miss Jones.  
You're a natural leader.  
You just needed the book  
to tell you what to do.  
Leadership, Miss Jones,  
that's the ticket.

(CUT TO:)

SCENE 2  
(INT. JUKEBOX)

TEX:

Maybe we should get us  
some of that.

DIDI:

A leader?

TITO:

Boss!

TEX:

I accept.

DIDI:

Sorry, Tex. In this case  
the right man for the job  
is a woman.

GRACE:

Thanks, Didi.

DIDI:

Not you. The boss is the  
woman who plays the drums.

TITO:

I'm just a natural born  
boss.

REX:

You?! Me.

ALL:

Me! No, Me! etc.

(CUT TO:)

SCENE 3  
(MAINSET)

(KING THUMPS THE COVER OF THE BOOK)

KING:

Making rules, setting  
limits, using discipline.  
Remember, Miss Jones, the  
future of the Indian  
Valley Railway is resting  
on your shoulders.

STACY:

It is?

KING:

So get out there and be  
bossy. I'm going to  
watch and keep a score  
card.

(STACY IS STILL NOT SURE ABOUT ALL  
THIS AS SHE APPROACHES DAN WHO IS  
PLAYING WITH HIS BALL)

STACY:

Dan, I told you to put  
away that ball.

DAN:

I will, but first, watch  
me serve. I'm getting  
really good.

STACY:

If you do it again, I'm  
going to have to... do  
something.

DAN:

(SERVING THE BALL)

Just this once. Last  
time, really.

(STACY LOOKS OVER AT KING WHO HOLDS  
UP A SCORE CARD SHOWING A ZERO)

SCENE 3 (CONT'D)

STACY:

(HITTING HER BREAK POINT)

Don't say I didn't warn  
you.

(STACY PULLS THE PLUG TO DEFLATE  
THE BALL)

DAN:

Hey! Do you know how  
long it took me to blow  
that up?

STACY:

Maybe next time you'll  
remember: there's no  
ball playing in the  
station.

(NO SOONER SAID, THAN STACY IS  
RECONSIDERING WHETHER IT WAS THE  
RIGHT THING TO DO, BUT KING CHANGES  
HER SCORE TO A 5)

(BILLY ENTERS FROM HIS OFFICE  
CARRYING HIS FISHING ROD AND TACKLE  
BOX)

STACY:

Did you fix the crossing  
signal?

BILLY:

I'll get to it.

(BILLY STARTS TO WALK TOWARD THE  
EXIT. KING STARTS FLIPPING NUMBERS  
BACKWARDS: 4, 3, 2. STACY HURRIES  
TO STOP BILLY, WORKING AT BEING  
BUSY)

STACY:

Where... where do you  
think you're going?

SCENE 3 (CONT'D)

BILLY:

I already told you. It's trout season, Stacy. I thought I'd take an hour or two and go fishing.

STACY:

(A SUDDEN RUSH OF FRUSTRATION)

Mr. Two Feathers, you are not going fishing.

BILLY:

Do you want to run that by me again, Stacy?

STACY:

You have responsibilities. You can't run off and go fishing just because you feel like it. You get that crossing signal fixed. Or you don't go anywhere.

(BILLY STUDIES STACY FOR A BEAT, THEN TURNS AND EXITS TO HIS OFFICE.)

BILLY:

I suppose the trout will have to wait. And so will I.

(KING FLASHES STACY AN 8. SCHEMER ENTERS EATING THE LAST CHEESE GIGGLE FROM A BAG AND PREPARES TO SHOOT IT AT THE TICKET BOOTH)

STACY:

Don't even think about it.

SCENE 3 (CONT'D)

(SCHEMER TAKES AIM, STACY LEVELS A DEADLY LOOK AT HIM AND SPEAKS COMMANDINGLY)

STACY:

No.

(SCHEMER STUFFS THE BAG IN HIS POCKET AND HURRIES AWAY. KING FLASHES A 10. STACY LOOKS SATISFIED AND PLEASED WITH HERSELF)

(CUT TO:)

SCENE 4 (CONT'D)  
(WORKSHOP)

(BILLY HAS THE CROSSING SIGNAL ON THE WORK BENCH. HE SMACKS IT A GOOD ONE WITH A HAMMER. MR. C APPEARS HOLDING HIS EARS)

MR. C:

What's all the racket?

BILLY:

I'm trying to fix this crossing signal.

MR. C:

It sounds like you're trying to break it.

BILLY:

I have to fit this piece... To tell you the truth, Mr. Conductor, I feel like smashing this signal.

MR. C:

Oh, I see. You must be having trouble getting along with someone.

BILLY:

How did you know?

MR. C:

I'm having a similar problem. There's a mouse in my signal house who just won't leave.

BILLY:

You're not afraid a little mouse, are you?

MR. C:

Little!? Compared to me?

SCENE 4 (CONT'D)

BILLY:

Oh, I see your point.

MR. C:

And don't even mention a  
mouse trap.

BILLY:

No, no, of course not.

MR. C:

Those things are  
dangerous.

BILLY:

Have you tried making  
friends with the mouse?

MR. C:

Friends? With that  
rodent! He couldn't get  
along with anyone. He  
eats like a horse. Do  
you know he ate every bit  
of food in the house and  
then left the fridge door  
open? You'd think he was  
born in a barn. And what  
a slob. Always dropping  
dirty socks everywhere.

BILLY:

I guess I know how you  
feel, Mr. Conductor.

MR. C:

Like smashing something.

BILLY:

Be my guest.

(BILLY HANDS MR. C. THE HAMMER. MR  
C. TAKES A BIG SWING AT THE SIGNAL.  
IT RINGS LIKE A GIANT GONG.)

SCENE 4 (CONT'D)  
(SFX: GIANT GONG)

SCENE 5  
(MAINSET)

(DAN IS CUTTING SNOWFLAKES OUT OF  
PAPER. STACY COMES OVER)

STACY:

You can't do that here,  
Dan.

DAN:

I won't break anything.

STACY:

It's too messy.

DAN:

I'll clean up.

STACY:

No.

DAN:

But you let me do it  
before.

STACY:

This is now. We have  
some new rules to make  
the station a better  
place.

DAN:

Lucky I brought my  
pogo stick.

(STACY TAKES AWAY THE POGO STICK)

STACY:

Not in the station.

(DAN TAKES A HARMONICA OUT OF HIS  
POCKET. STACY SHAKES HER HEAD AND  
WALKS AWAY)

SCENE 5 (CONT'D)

DAN:

You can't do anything  
around here anymore.

(CUT TO:)

SCENE 6  
(INT. JUKEBOX)

GRACE:

Poor Dan.

REX:

The station's got to have  
rules, otherwise it'll  
be just like a barnyard.

TEX:

What's wrong with a  
barnyard, Rex?

REX:

Nothin', if you're a cow.

GRACE:

When there are too many  
rules, I'd rather be a  
cow.

DIDI:

Does everyone feel as  
blue as I do?

OTHERS:

Uh-huh. Yep. Sure do.  
Etc.

TEX:

Looks to me like Dan  
feels even bluer.

(CUT TO:)

SCENE 7  
(MAINSET)

(SADLY, DAN DROPS NICKEL INTO THE  
JUKEBOX)

(CUT TO:)

SCENE 8

(INT. JUKEBOX)

(PUPPET SONG "CANNONBALL BLUES" )

(AS THE PUPPETS PLAY, WE SEE STACY  
HANGING SIGNS ON THE STATION WALL.  
THE WORD "NO" APPEARS IN BIG BOLD  
LETTERS IN FRONT OF A LIST OF WORDS  
IN SMALLER LETTERS: "BALLS, KITES,  
BICYCLES, TRICYCLES, UNICYCLES,  
FRISBEES, HARMONICA". ANOTHER  
SIMILAR SIGN READS "NO LITTERING,  
SMOKING, CUTTING, RUNNING, JUMPING,  
PLAYING, HOPPING, THROWING,  
DRUMMING, SKIPPING, PAINTING." A  
THIRD SIGN READS "NO DOGS, CATS,  
HORSES, GOATS, CHICKENS, GEESE.")

(CUT TO:)

SCENE 9  
(MAINSET)

(LINES AND ARROWS MARK THE FLOOR  
OF THE STATION. STACY IS AT THE  
TICKET BOOTH, BUSILY READING HER  
BOOK. BILLY WALKS BY)

STACY:

You're in the wrong lane,  
Billy.

BILLY:

I beg your pardon?

STACY:

You see the lines on the  
floor? They're lanes.  
That one's for going the  
other way. This one over  
here is for going that  
way.

BILLY:

Let me get this straight,  
I can only walk in this  
direction, in this lane?

STACY:

(BARELY LOOKING UP FROM THE BOOK)

It's for the good of the  
station.

(SCHEMER LURKS IN THE BACKGROUND,  
LISTENING)

BILLY:

The good of the station,  
eh?

STACY:

It's another idea I got  
from the book J.B. King  
gave me. I have an extra  
copy if you'd like to  
read it.

SCENE 9 (CONT'D)

BILLY:

Anything in that book of  
yours about people,  
Stacy?

STACY:

What?

BILLY:

You know, people. How  
each one of us likes to  
be treated like someone  
special?

STACY:

That's what the rules are  
for, Billy. So Shining  
Time Station can be a  
special place.

(THE PHONE RINGS. STACY PICKS IT  
UP)

Shining Time Station.  
Stacy Jones speaking.

BILLY:

Shining Time Station was  
a special place before.  
Now it's just rules.

(STACY HOLDS UP A SIGN. BILLY  
READS IT)

"No talking."

(SHE TURNS AWAY FROM BILLY, WHO  
EXITS TO THE PLATFORM. SCHEMER  
SNEAKS UP AND GRABS THE EXTRA COPY  
OF THE BOOK)

SCENE 9 (CONT'D)

SCHEMER:

(READING TITLE)

Bossing: How to be  
successful and loose all  
your friends." Just what  
I need.

SCENE 10  
(MAINSET)

(DAN IS LOOKING PRETTY MISERABLE.  
MR. C. POPS ON. HE'S HOLDING A  
LEASH. WHATEVER IS ATTACHED TO IT  
IS OFF CAMERA)

MR. C:

No use crying over spilt  
milk.

DAN:

I'm not crying, Mr.  
Conductor.

MR. C:

Not you, Dan. Her.

(FOLLOW THE LEASH TO THE KITTEN AT  
THE OTHER END)

She keeps stepping in her  
bowl of milk and spilling  
it. Silly kitten.

DAN:

I didn't know you had a  
cat, Mr. Conductor.

MR. C:

I don't. I borrowed her  
from a friend. To help  
me with that rat of a  
mouse.

DAN:

The mouse is still in  
your house?

MR. C:

But not for long. You  
know what chickens mice  
are. One look at this  
vicious beast and that  
mouse will turn and run  
like a frightened deer.

SCENE 10 (CONT'D)

DAN:

I guess you're in a big hurry.

MR. C:

I'm never in a big hurry, Dan. If I'm in a hurry at all, it's usually a little one. Although once I was in a middle-sized hurry and that was plenty big for me. But right now I'm not in a big, medium, or little sized hurry. Why do you ask?

DAN:

Because, I'm not allowed to do anything around here anymore. But there's no rule against stories. Not yet.

MR. C:

Then I'll hurry up and tell you one.

(MR. C. BLOWS HIS WHISTLE)

(SPFX: THOMAS INTRO FX)

(CUT TO:)

SCENE 11

(VT: TTE: "DUCK TAKES CHARGE")

SCENE 12  
(MAINSET)

DAN:

I know how Percy and Duck  
felt. I hate getting  
bossed around.

MR. C:

Sometimes, it's for your  
own good. You should  
listen when the person  
telling you what to do is  
older and wiser and knows  
more about the world than  
you.

DAN:

Like Sir Topham Hatt.

MR. C:

Like Stacy.  
I enjoyed this little  
chat/But now me and my  
kitty cat/Are off to  
chase a mousy rat/And  
hopefully, that louse  
will scat.

(MR. C. EXITS)

(CUT TO:)

SCENE 13  
(MAINSET)

IN THE ARCADE, SCHEMER IS READING  
THE BOOK. STACY ENTERS. SHE HANGS  
UP A POSTER IN THE ARCADE. IT  
READS: "TIME LIMIT: 3 MINUTES")

SCHEMER:

(READING)

"Time Limit: 3 minutes."  
What!? Miss Jones, you  
can't do this to me.

STACY:

We don't want people  
hanging around wasting  
their time, Schemer.

SCHEMER:

Their time, no. Their  
money, yes. You can  
barely spend a nickel in  
three minutes.

STACY:

I'm sorry, Schemer.  
that's the rule.

SCHEMER:

You'll put me out of  
business.

STACY:

If you want to be part of  
this station, you're  
going to have to follow  
my rules.

(A PASSENGER ENTERS AND STOPS IN  
THE MIDDLE OF THE STATION. STACY  
AND SCHEMER HURRY TO HER)

STACY & SCHEMER:

(AT THE SAME TIME)

May I help you?

SCENE 13 (CONT'D)

PASSENGER:

I'm on my way to South  
Gemp.

STACY:

Why don't you wait on the  
platform? The train will  
be here in just a few  
minutes.

SCHEMER:

Which gives you just the  
right amount of time to  
enjoy spending your  
hard-earned nickels in my  
fabulific arcade.

STACY:

(TO PASSENGER)

You don't want to keep  
the train waiting. Time  
is valuable.

SCHEMER:

(GRABBING THE HANDLE OF THE  
SUITCASE)

Time flies when you're  
having fun.

STACY:

(PULLING THE SUITCASE, TOO, AND  
PULLING THE OPPOSITE DIRECTION)

Time is of the essence.

SCHEMER:

Time is money -- for me.

STACY:

There's a right time for  
everything, Schemer.

SCENE 13 (CONT'D)

SCHEMER:

There's no time like the  
present, Miss Jones.

STACY:

There's no time to waste.

(STACY AND SCHEMER PULL THE  
SUITCASE IN OPPOSITE DIRECTIONS.  
IT POPS OPEN AND CLOTHES COME  
FLYING OUT. STACY STARTS STUFFING  
THEM BACK INTO THE SUITCASE. THE  
PASSENGER GRABS EVERYTHING AWAY  
FROM STACY)

PASSENGER:

Time for me to go.

STACY:

Good, because trains,  
like time, wait for no  
man. Or woman. This way.

PASSENGER:

Forget the train. I'm  
taking the bus!

(THE PASSENGER LEAVES IN A HUFF.  
STACY AND SCHEMER FACE EACH OTHER  
ANGRILY)

(ANGLE DAN PEEKING OUT OF BILLY'S  
OFFICE DOOR. HE PULLS HIS HEAD  
BACK INTO THE OFFICE AND CLOSES THE  
DOOR)

SCENE 14  
(WORKSHOP)

(BILLY'S WORKING AT FIXING THE  
CROSSING SIGNAL)

BILLY:

Do you want to help me  
with this, Dan?

DAN:

Are you sure there's no  
rule against it?

BILLY:

(GIVING DAN A ROLE IN THE REPAIR OF  
THE SIGNAL)

Hold this. I don't think  
we have to worry about  
rules right now.

DAN:

Don't let Aunt Stacy hear  
you say that.

BILLY:

Stacy is doing what she  
thinks is best.

DAN:

Best for who?

BILLY:

For Shining Time Station.  
For all of us.

DAN:

I like things the way  
they were before.

BILLY:

But I guess your Aunt  
Stacy didn't.

SCENE 14 (CONT'D)

DAN:

She didn't?

(BEAT)

You don't like all these  
rules, do you, Billy?

BILLY:

Some folks need rules, Dan.

DAN:

(DISAPPOINTED)

Oh.

BILLY:

But the fewer the better,  
as far as I'm concerned.  
The way I see it, rules  
work best with a gentle  
hand.

DAN:

What does that mean?

BILLY:

Well, take this crossing  
signal, for instance. I  
need to fit this little  
piece right in here. So  
I banged it with a  
hammer. It didn't go in.  
I pounded harder. Still  
didn't fit. I got out a  
bigger hammer. Still no  
good. All that forcing,  
all that effort. Just a  
waste of time.

DAN:

What are you going to do?

SCENE 14 (CONT'D)

BILLY:

We are going to try a  
little grease and some  
gentle persuasion.

(BILLY PUTS A BIT OF OIL OR GREASE  
ONTO THE PIECE AND HANDS IT TO  
DAN. DAN CAREFULLY SLIDES IT INTO  
PLACE)

DAN:

It worked!

(CUT TO:)

SCENE 15  
(MAINSET)

(MR.C. APPEARS OUTSIDE HIS DOOR,  
LOOKS INTO THE SIGNAL HOUSE WINDOW)

MR.C.:

I want you gone by the  
time I get back, and tidy  
up before you leave...

SCENE 16

(MAINSET)

(STACY IS AT THE SIDE COUNTER.  
MR.C. APPEARS)

MR. C:

Stacy, can I talk to you?

STACY:

Next!

MR. C:

I need help with a mouse  
that's as stubborn as a  
mule.

STACY:

I'm sorry. You'll have  
to line up like everybody  
else.

MR. C:

There is nobody else.

STACY:

Station policy.  
Everybody goes through  
the ropes.

(SHE POINTS TO THE VELVET ROPES  
LEADING UP TO THE DECK)

MR. C:

If it's policy, that's  
different.

(MR. C DISAPPEARS AND REAPPEARS  
WALKING BETWEEN THE VELVET ROPES)

That mouse won't leave,  
Stacy. I thought the cat  
would scare him away.  
But, they became friends.  
Now they're playing cat  
and mouse games. In my  
house. I'm at the end of  
my rope. And yours. Can  
you help me?

SCENE 16 (CONT'D)

(HE GETS TO THE END OF THE ROPE)

STACY:

I'm sorry. I'm closing  
here.

(STACY PUTS UP A "CLOSED" SIGN)

MR. C:

You can't do that! I  
came for help.

STACY:

Try the information booth.

(MR. C LOOKS PUZZLED, BUT  
DISAPPEARS AND REAPPEARS AT THE  
INFORMATION BOOTH WHERE STACY IS  
SHUFFLING PAPER WORK)

MR. C:

What should I do, Stacy?

STACY:

Take a number, please.

MR. C:

I mean about the mouse.

STACY:

I can't help you if you  
don't have a number.

MR. C:

Why not?

STACY:

Rules are rules, Mr. C.  
If I make an exception  
for you, everyone will  
want special treatment.

SCENE 16 (CONT'D)

MR. C:

What's wrong with wanting  
special treatment.

(DAN ENTERS AND WALKS OVER IN TIME  
TO HEAR WHAT MR. C SAYS. STACY IS  
ALREADY IMMERSSED IN SOME PAPER  
BUSINESS AND DOESN'T EVEN NOTICE)

DAN:

Wait! Mr. Conductor!  
Don't go!

(IT'S TOO LATE. MR. C SPARKLES  
AWAY)

Aunt Stacy!

STACY:

Take a number.

DAN:

Me?

STACY:

You have to take a number  
just like everyone else.

DAN:

I'm not everyone else.  
I'm Dan, Aunt Stacy.

STACY:

I know who you are.

(BILLY ENTERS AND OBSERVES THE  
SCENE)

DAN:

We used to have fun  
around here. But now  
it's all "no" and  
"don't". Maybe I'll just  
leave like Mr. Conductor.

SCENE 16 (CONT'D)

(STACY LOOKS STARTLED. SHE STARTS  
FLIPPING THROUGH THE PAGES OF HER  
PAPER WORK)

BILLY:

You don't really think  
you're going to find the  
answers in there, do you,  
Stacy?

(TO DAN)

C'mon Dan, let's take a  
walk and cool off.

STACY:

Wait. This isn't  
working. How can I be  
losing my best friends.  
I just can't do this  
anymore.

(HER MOST COMMANDING VOICE)

Hold it right there!  
Nobody's going anywhere.

(DAN AND BILLY STOP. STACY'S VOICE  
SOFTENS)

At least not until I  
apologize. I got carried  
away.

SCENE 16 (CONT'D)

DAN:

You hurt my feelings.

STACY:

I'm sorry, Dan. I stopped thinking about your feelings and everyone else's. That was wrong. But I've got a lot to worry about around Shining Time Station: I've got to make sure it's safe here. And clean. And I have to keep the trains running on time, take care of the passengers, and all of you, too. I was just trying to do my job. I thought rules would help me.

BILLY:

Maybe we're the ones who should be helping you. Sounds like we haven't been doing our share around here.

DAN:

If we try harder to help you, do you think we could get rid of some of the rules?

STACY:

Not all the rules, Dan. Just the ones that don't work. The first thing you could do is help me take down the signs.

(DAN AND STACY ARE PULLING DOWN THE FIRST SIGN AS KING ENTERS)

KING:

What's going on here, Miss Jones?

SCENE 16 (CONT'D)

STACY:

We're making some changes  
at Shining Time Station,  
Mr. King. This station  
works a lot better when  
we work together.

KING:

But what about  
leadership, Miss Jones?  
You know, you're the  
boss, be bossy and all  
that.

STACY:

Mr.King, I think if you  
make it clear what help  
you need, and why you  
need it, people might  
just chose to help  
you--without being bossed  
around.

KING:

Why yes. Yes.  
Precisely. I've always  
said that, Miss Jones.

(SCHEMER ENTERS CARRYING THE BOOK  
AND A BULLHORN)

SCHEMER:

You want leadership, J.B.  
I'm going to show you how  
bossy a boss can be.

(THROUGH BULLHORN)

Attention, attention  
bosses. This is your new  
boss Schemer with a few  
announcements. There are  
going to be some new  
rules around here  
starting right now.  
First the new name:  
Scheming Time Station.  
Second, everybody's going  
to pay me a nickel a day.

SCENE 16 (CONT'D)

(KING TAKES THE BOOK OUT OF  
SCHEMER'S HANDS AND RIPS IT UP)

SCHEMER:

And another nickel for  
J.B. King, the bossiest  
boss of all bosses.

(KING TAKES AWAY SCHEMER'S  
BULLHORN)

SCHEMER:

Make that two nickels for  
J.B.

KING:

Miss Jones, you're in  
charge. Keep up the good  
work.

(KING EXITS. STACY AND DAN BEGIN  
REMOVING THE VELVET ROPES TOGETHER)

(DISSOLVE TO:

SCENE 17  
(MAINSET)

(STACY IS AT THE TICKET BOOTH  
LOOKING CHEERFUL. DAN SHOWS HER A  
SNOWFLAKE HE JUST CUT OUT OF PAPER)

DAN:

Look, Aunt Stacy.

STACY:

Oh my goodness, is it  
winter already?

DAN:

I made it for you.

STACY:

It's beautiful, Dan.  
Thank you.

DAN:

And now I'm going to  
clean up.

(DAN GOES OVER TO THE BENCH AND  
STARTS COLLECTING THE BITS OF PAPER  
LEFT OVER FROM CUTTING THE  
SNOWFLAKE. MR. C. APPEARS OUTSIDE  
THE SIGNAL HOUSE)

DAN:

Mr. Conductor. You're  
back.

MR. C:

My front. My side. My  
other side.

DAN:

What about the mouse?

SCENE 17 (CONT'D)

MR. C:

I found a place he liked even better. There's a painting of a little country cottage on the wall of a cheese factory, not too far from here. When I told the mouse about it, he packed up his bags and moved there as quick as a bunny.

DAN:

That's great, Mr. C.

MR. C:

I guess we're all back to helping each other out. Everything is back to normal.

(TAKE SCHEMER IN THE ARCADE, USING THE JUKEBOX AS A WRITING SURFACE)

SCHEMER:

(AS HE WRITES)

Schemer's Guide to  
Success in Business  
Without Actually Doing  
Any Work. Chapter one,  
Taking Credit for Other  
People's Ideas...

(DAN AND MR. C. EXCHANGE A LOOK)

DAN & MR. C:

Yup.

(FADE)